

Wiz-War - Basic Set cards

*only 1 copy of each page is needed

*Cardbacks are not included in this file.

If you want to use 2-sided printing, wait until cardbacks will be included.

"Magic Stone" redesign
by Ilya Baranovsky (Ilya 77)

Blind

Enchantment/Curse

Blinds opponent. Victim must roll D4 for direction when attempting to move, throw **items**, engage in combat, or cast LOS **spells** on anyone but self. Bumping into a wall counts as one space of movement; re-roll for each movement point. Picking up **items** is difficult (1-2 on D4); each attempt costs 1 movement. (Misdirected **spells** go intended distance, or dissipate if they cannot. Cannot hit unintended opponents.) Duration - **number card**.

Buddy

Enchantment/Curse

Opponent will not attack you unless you attack first.
This is permanent until you attack.

(Neither opponent's **monsters** nor yours are bound by this pact.)

Card Erasure

Spell

Name a card, then remove and discard it from opponent's hand.

If opponent doesn't have that card, this is still considered your **attack** for the turn.

Dagger

Item

This well-balanced knife causes 3 damage when thrown, or you can stab with it for just 1 damage.

Retrievable by anyone after it is thrown.

Drop Item

Spell

Opponent drops any one **item** you specify.

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Spell

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Fireball

Spell

Searing flames inflict 5 magical damage.

If any of the damage gets through, Fireball also destroys all **magic stones** opponent is carrying.

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⚡

Go Away

Enchantment/Curse

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Opponent must move away a number of spaces equal to the **number** card played, in a line as straight as possible.
Roll D4 for random direction, if necessary.

Opponent also loses **1 turn**.

⚡

Large Rock

Item

👁️



This hefty stone causes 2 damage when thrown.

Retrievable by anyone after it is thrown.

⚡

Lightning Blast

Spell

👁️



Inflicts magical damage equal to the accompanying **number** card.

If any damage gets through, opponent also loses **1 turn** while recovering from electrified senses.

⚡

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Spell

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Lightning Blast

Spell

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Inflicts magical damage equal to the accompanying **number** card.

If any damage gets through, opponent also loses **1 turn** while recovering from electrified senses.

⚡

Lock In Place

Enchantment/Curse

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Stops movement of opponent. He may still cast spells, but cannot move or be moved in any way (including Teleportation).

Duration = **number** card.

⚡

Medusa

Enchantment/Curse

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Opponent cannot move, act, or cast spells, including **counteractions**.

However, opponent is also immune to any damage.

Duration = **number** card.

⚡

No Spell

Enchantment/Curse

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Opponent cannot use any **spell**, but may still use **items** (even magical ones) and **number** cards.

Duration = **number** card.

⚡

Power Drain

Spell

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Drains **number** life points from an opponent, adding them to your own total.

⚡

Powerthrust

Spell

👁️



This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying **number** card.



⚡

Powerthrust

Spell

👁️



This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying **number** card.



⚡

Powerthrust

Spell

👁️



This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying **number** card.



⚡

Slow

Enchantment/Curse

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Reduces opponent's movement to 1 space per turn (can't add **number** cards or other speed-enhancing spells), and his attacks to every second turn.

Duration - **number** card.



⚡

Slow Death

Enchantment/Curse

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Curses opponent, causing 1 magical damage whenever he draws a new card. This is permanent.

Opponent can have less than seven cards in his hand if desired. Absorb Damage and Blunt work momentarily against this card.



⚡

Stone Dead

Spell

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Does magical damage to opponent equal to the **number** card played times the number of **magic stones** he carries.

If **reflected**, does 1/2 damage to each player based on their own **stones**.



⚡

Sudden Death

Spell

👁️



Does 10 magical damage to any target.



⚡

Swap

Spell

👤



Swap places with any opponent. Counts as your movement for the turn.

Full Reflection, if used against Swap, merely nullifies it.



⚡

Telepath

Spell

👤



View any one opponent's cards, one time only.



⚡ Teleport Opponent

Spell



Teleports opponent to any square on the board, excluding squares that permit no occupant (e.g., Solid Stone), but including otherwise occupied spaces.

If **reflected**, opponent chooses where to send you -- but unlike a regular Teleport, you may still finish your normal movement.

⚡ Thought Steal

Spell



Remove and keep two random cards from an opponent's hand, including ones that are displayed.

⚡ Waterbolt

Spell



Blasts target with water. Power equals **number** card played; for each point, you may either cause 1 point of physical damage or move the target 1 space away from you (if it is moveable).

Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.

Extinguishes fires.

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Spell



Blasts target with water. Power equals **number** card played; for each point, you may either cause 1 point of physical damage or move the target 1 space away from you (if it is moveable).

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Blasts target with water. Power equals **number** card played; for each point, you may either cause 1 point of physical damage or move the target 1 space away from you (if it is moveable).

Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.

Extinguishes fires.

⚡ Wizardblade

Item



Each time you play a **number** card on the Wizardblade, you can attack once for that much magical damage.

Does no damage without a **number** card.

Wizardblade damage is considered a **spell**.

🛡️ Absorb Damage

Spell



Reduces by up to 3 life points any damage (magical or physical) done to you by a single attack.

Has no effect on **enchantments**.

🛡️ Absorb Damage

Spell



Reduces by up to 3 life points any damage done to you (magical or physical) by a single attack.

Has no effect on **enchantments**.

🛡️ Absorb Spell

Spell



Nullifies and takes into your hand one spell card used directly against you.

Does not include **number** cards.

Will work against **counteractions** that affect you directly (e.g., Reflection, Double Back), but not against Full Shield, Anti-Anti, objects, or any spells that objects and creations produce.

Anti-Anti

Spell



Nullifies any one spell that **counteracts** an attack spell directly. Does not work against escape, such as Shrink, Teleport, or Invisible. Will work against Shieldstone. Will not work against Remove Curse, as it does not **counter** the attack spell, but merely stops the ongoing effects of the spell.

 Blunt

Spell



Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells (**enchancements**), or on physical damage.

If Blunt is played twice in a row, the second acts after the first; they do not cancel the damage entirely.

 Blunt

Spell



Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells (**enchantments**), or on physical damage.

If Blunt is played twice in a row, the second acts after the first; they do not cancel the damage entirely.

Full Reflection

Spell



Opponent's **spell**, if cast upon you, is reflected back on him.

Full Shield

Spell



Stops any **spell** attack.
Does not stop any physical attack.

Will stop Wizardblade for only one attack.

Full Shield

Spell



Stops any **spell** attack.
Does not stop any physical attack.

Will stop Wizardblade for only one attack.

Reflection

Spell



A spell cast against you works 50% on both parties.
Only works on point-based or duration-based spells.
Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Reflection

Spell



A spell cast against you works 50% on both parties.
Only works on point-based or duration-based spells.
Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Reverse Damage

Spell



Instead of losing points in a **spell** attack, you gain them.
Only works on point-based spells (including Slow Death).

Any remaining effect of a spell (such as "lose turn" or "move back two spaces") still takes effect.

◆ Bloodstone

Item



POWER: While you have this stone, any damage you sustain is reduced by 1 point (prevents damage from Slow Death).

Display when used.

◆ Brainstone

Item



DISPLAY IMMEDIATELY.
POWER: When you first draw this card, draw two more cards also.

While you have this stone, your hand limit is 9 cards (including this one).

◆ Powerstone

Item



POWER: While you have this stone, add 1 to any **number** card played.

Display when used.

◆ Shadowstone

Item



POWER: While you have this stone, any damage you do physically (e.g., punch or Dagger) to an opponent adds to your points equal to the damage done.

Display when used.

◆ Shieldstone

Item



POWER: While you have this stone, you may use a **number** card as a **counteraction** against point or duration-based spells, reducing effects by value of the **number** card played.

No effect without a **number** card.
Display when used.

◆ Soulstone

Item



POWER: While you have this stone, your last 3 life points cannot be taken by **spell** attack; they can only be lost to physical damage.

Life points spent voluntarily, as in Power Run, are not affected by Soulstone. Display when used.

◆ Speedstone

Item



POWER: While you have this stone, your movement rate is increased by 1.

Display when used.

◆ Visionstone

Item



POWER: While you have this stone, you can see and cast LOS spells through any one wall (any type) or door. Only functions when you want it to. **Reflected** spells will not get back to you if the opponent does not have LOS. Does not work with Ugly, as opponent cannot see you. A corner counts as two walls. Display when used.

○ Add

Modifier



You may add two **number** cards together for any single action.

These **number** cards must be played together, immediately upon using the Add **modifier**.

Amplify

Modifier



Doubles the power or length of one point-based or duration-based **spell**. Two Amplify spells quadruple spell power when used together.

If used with Shieldstone, Wizardblade, or other permanent **magic items**, only affects that item for one use.

Amplify

Modifier



Doubles the power or length of one point-based or duration-based **spell**. Two Amplify spells quadruple spell power when used together.

If used with Shieldstone, Wizardblade, or other permanent **magic items**, only affects that item for one use.

Around the Corner

Modifier



Cast any LOS spell around one corner (up to 180 degrees).

Reflections will still reach you.

Create Wall

Created Object



Creates a section of permanent wall, one square long.

Create Wall

Created Object



Creates a section of permanent wall, one square long.

Destroy Wall

Spell



Completely crumbles one section of wall.

Anyone in either square next to the wall takes 4 physical damage (not considered an attack).

Will also destroy wall sections with doors.

Destroy Wall

Spell



Completely crumbles one section of wall.

Anyone in either square next to the wall takes 4 physical damage (not considered an attack).

Will also destroy wall sections with doors.

Dispel Creation

Spell



This spell un-creates any created **object** or **character**. (A destroyed wall is not considered a creation.)

Spells that are inside or on dispelled creations dissipate harmlessly.

If a Pit is dispelled, anything that was in it appears at floor level.

Extend

Modifier



Doubles the length of the accompanying **duration-based spell**.

Will also work with Amplify.

Must be used when spell is first cast.

Fill Square With Stone

Created Object



Creates an impenetrable block of stone completely filling an empty square (blocks LOS, walking through and flying over).

This not a wall, so no "wall" associated spells will affect it.

Fill Square With Stone

Created Object



Creates an impenetrable block of stone completely filling an empty square (blocks LOS, walking through and flying over).

This not a wall, so no "wall" associated spells will affect it.

Illusion Wall

Created Object



Creates a fake wall, one square long. Each character has one 50% (1 or 2 on a D4) chance to see that it is fake, when they gain LOS to it. It is real for the rest of the game for those who fail this chance. For those who believe it is real, it will stop spells and thrown items, and can take damage. If a believer destroys an Illusion Wall, it is only destroyed with respect to that character, not everyone else. Caster may move through it freely.

Jam Lock

Action



Not a spell.

Lets you permanently jam a door lock so that nobody can use that door.

You also may not pass through.

Master Key

Item

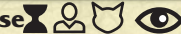


Display when used.

While you have this item, you may unlock any door that you are adjacent to (but door locks again behind you). You may "hold the door open" for others, if you wish. Does not work on a Jammed Lock.

Mist Body

Enchantment/Curse



Recipient turns to mist, and can pass through doors and other obstacles that aren't air-tight (solid walls are).

May not attack or be attacked physically, except by fire.

Items become "misted" when touched, so recipient may pick up and carry items normally. Any dropped or thrown item becomes solid.

Recipient can ignore Safes.

Duration = **number** card.

Pass Through Wall

Spell



Allows single passage through one wall or door.

Works on Illusion Wall, normal walls, Wall of Fire, etc.

Pick Lock

Action



Not a spell.

Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action



Not a spell.

Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action



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Unlocks an adjacent door (but the door will re-lock behind you).

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Discard after use.



Pick Lock

Action



Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.



Power Run

Spell



Lets you trade your life points for extra movement, at the rate of one point per one space.

This is in addition to any **number card** played.



Relocate Sector

Spell



Allows you to relocate (but not rotate) any one sector to any other area, so long as all sectors are still connected together (directly or indirectly).

Any affected **autowarp** and **rewarp** tokens disappear, replaced by straight-across warps.



Remove Lock

Action



Not a spell.

Permanently removes lock from any one adjacent door.

Door is still considered to block LOS.



Rotate Sector

Spell



Allows you to rotate any one sector 90 degrees.



Speed

Spell



Allows one extra turn.

Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn.

You may draw cards after each turn. Any **creatures** you control get an extra turn, too.



Speed

Spell



Allows one extra turn.

Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn.

You may draw cards after each turn. Any **creatures** you control get an extra turn, too.



Thornbush

Created Object



Creates a thornbush that permanently blocks an entire square.

5 points of damage will destroy it. If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns.

Blocks LOS.



Thornbush

Created Object

Creates a thornbush that permanently blocks an entire square.

5 points of damage will destroy it. If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns.

Blocks LOS.

Ugly

Spell

Recipient momentarily becomes so ugly that all opponents in LOS immediately retreat as far away as necessary to avoid LOS, along the shortest path available. This happens during your turn. Passage through Firewalls and Bushes blocks LOS. For multiple corridor choices, opponent rolls D4 for random direction. The ugliness fades immediately after taking effect.

Drag

Spell

Drags any **character** or uncarried, moveable **object** or **item** towards you until it runs into a solid obstacle (such as a wall) or arrives in your square.

Anyone dragged into/through an obstacle suffers normal effects.

No effect on anything Glued down or Locked in Place.

Will work with modifiers such as Around the Corner.

Considered an **attack** if cast on opponent.

Invisible

Enchantment/Curse

Your (or your **creature**) becomes invisible.

Any attack on Invisible has only a 1 in 4 chance of hitting.

Duration = **number** card.

Reuse Spell

Spell

You may retrieve any **spell** you use immediately after you use it (but not the **number** card, if used).

You may reuse your retrieved spell immediately if you wish (except when it is an **attack**).

Shrink

Enchantment/Curse

Recipient shrinks.

Opponent must roll a 1 or 2 on the D4 to hit in any attack. Attacks that miss hit nothing.

Base movement is halved (round up), but **number** cards can be played normally.

Cancels Big Man.

Duration = **number** card.

Teleport

Spell

Lets you teleport to any square within 4 spaces, but not to a **home base**. You may take your normal movement before playing this card, but your movement ends after you play it. If used as a **counteraction**, the attack has no chance of hitting and hits nothing. (If destination is not an empty square, you are affected normally by any contents.)

Wall Of Fire

Created Object

Creates a temporary barrier of fire across any corridor. Anyone passing through it takes 4 magical damage.

As a **counteraction**, it will stop a Waterbolt. Blocks LOS.

Duration = **number** card.

Waterwall

Spell

Creates a wall of water that instantly collapses, washing any character within 2 spaces back 2 spaces (including you, if applicable). Anyone who can't go straight back 2 spaces takes 1 point of physical damage for each space not moved. Acts as **counteraction** to Fireball or Wall of Fire (while still washing characters). Extinguishes any fire in its path. Can't be cast up against another wall, only between two spaces.

2 # Two 2

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6	12

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2 # Two 2

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4 # Four 4

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4 # Four 4

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4 # Four 4

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